SPACE ASSAULT

CAT. NO.
26-3060

Radio Shack TRS-80 COLOR COMPUTER™

Space Assault

Radio Shack®

A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

Space Assault Program:
© 1981 The Image Producers, Inc.
Licensed to Tandy Corporation.
All Rights Reserved.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed in the back of this manual.

Space Assault Program Manual:
© 1981 Tandy Corporation
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy. Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information obtained herein.

10 9 8 7 6 5 4 3 2 1

Space Assault

Save the world from attacking hordes of enemy alien beings by destroying as many invaders as possible! Score points for every enemy ship you destroy! Win bonus points by blasting the parent ships!

Loading Instructions

Make sure the left joystick is properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Space Assault cartridge in the slot on the right side of the computer, then turn on the computer.

Introduction

The object of Space Assault is to get the highest possible score by eliminating as many invaders as you can before they eliminate you. Your valiant efforts to destroy the enemy will always be thwarted because they will continually receive fresh reinforcements. If you survive the onslaught long enough, you will be aided by other defenders who will help you make a final stand against the hostile enemy.

Using the Joystick

Space Assault requires the use of a joystick. Move the joystick to the left to make your defender move to the left on the screen. Move the joystick to the right to move your defender to the right. The forward and back motion of the controller has no effect at the Beginner's Level.

At the Expert Level, pushing the joystick forward will move your defender part way up (towards the top of the tv screen). Pull back on the stick to move your defender down on the screen.

Starting the Game

After inserting the Space Assault cartridge into your TRS-80 Color Computer, the screen will show:

```
** SPACE ASSAULT **
HIGH SCORE: 000000
SCORE: 000000

1. BEGINNER
2. EXPERT . .

SELECT (1-2)
```

The first two lines will show the highest score you have achieved so far in this series of games, and the score of the last game. Since you are just beginning play, both scores should be set to 000000.

You have a choice of two levels of skill, Beginner or Expert. At the Beginner level, the action is not as fast-paced as the Expert level, and bunkers are provided for extra protection. These bunkers afford only temporary security, since they break away when hit by enemy missiles or your own misguided shots.

The faster action of the expert level is not the only difference between the two skill levels. Bunkers are not provided for players at the expert level. Your defenders will be totally unprotected from the advancing enemy! However, you can move your defender vertically as well as horizontally.

Playing the Game

To begin play, press (1) or (2) to select the desired skill level. The invaders will immediately appear; their troops mercilessly dropping a constant barrage of missiles.

Luckily, your defender has been supplied with unlimited ammunition to ward off the attack. Position your defender to fire directly into the ranks by moving the joystick on your controller. Press the fire button repeatedly to fire your missiles.

At both levels, two extra defenders wait in the upper left corner of the screen, ready to replace the original defender as soon as it is destroyed by enemy fire. You can also earn additional defenders by skillful marksmanship.

At the Beginner level, you will receive one additional defender after destroying the first wave (full screen) of attacking aliens. You will then receive one more defender by destroying the third wave of attackers, and upon the complete destruction of every eighth wave thereafter.

At the Expert level, it becomes more difficult to get extra defenders. The first additional defender will join your ranks after you have destroyed the fourth wave of aliens. No other defenders will be added until you have destroyed eight waves of alien beings. One more defender will be added after the complete destruction of every subsequent eighth wave.

Occasionally, a "parent ship" will streak across the top of the screen. The parent ship does not drop bombs, but destroying one will increase your score substantially.

As you destroy more and more invaders, the remaining invaders become more aggressive and shower the field with heavier rounds of missiles. The battle will continue to wage until all your defenders have been destroyed.

Be forewarned . . . it is impossible to destroy all the enemy ships since they will always be replaced with fresh troops. If the battle becomes too heated for you, surrender by pressing the (BREAK) key.

When all of your defenders have been destroyed (or you surrender), the opening screen will appear, showing the score of this last battle and the highest score achieved since you started this current series of confrontations.

Scoring Points

Your score will be determined by the position of the ship in the enemy's ranks. The ships in the lowest row (nearest to the bottom of the screen) are worth 10 points each. The next ships (in the second row) are worth 20 points apiece. Ships in the third row are worth 30 points each, fourth row ships score 40 points apiece, and destroying a ship in the top row earns you 50 points.

In addition, you can get extra points (20-90) when you destroy a parent ship. You can also destroy missiles in mid-air before they destroy you. Although no points will be awarded, this can be an excellent defense tactic in your overall strategy.

Starting Over

After you have gone down to total defeat (or surrendered), the opening screen will appear again. To play again (at the same skill level), press the fire button, or press (1) or (2) to change the level of difficulty. The aliens will re-group and the battle will begin again. To set the score counters to 000000, press the (RESET) button on the back of the Color Computer.

GOOD LUCK!!

(You'll need it!)

RADIO SHACK SOFTWARE LICENSE

A. Radio Shack grants to CUSTOMER an non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the customer, but not title to the software.

B. In consideration for this license, CUSTOMER shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made), and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.

IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.

Radio Shack shall have no liability or responsibility to customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer or computer programs.

This Warranty gives the original purchaser specific legal rights, and the original purchaser may have other rights which vary from state to state.

RADIO SHACK, A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

AUSTRALIA	BELGIUM	U. K.
280-316 VICTORIA ROAD	PARC INDUSTRIEL DE NANINNE	BILSTON ROAD WEDNESBURY
RYDALMERE, N.S.W. 2116	5140 NANINNE	WEST MIDLANDS WS10 7JN

PRINTED IN U.S.A.